

Leisure Activities

Drink and Be Merry

"No liability is accepted for injuries or illness resulting from sampling items on the following drinks list. Customers are advised to check for species compatibility before ordering." -- Sign at Margath's on Elshandruu Pica, Quence Sector

The high technology found throughout the galaxy allows the production of some thoroughly weird and wonderful beverages, which can be used to spice up your next visit to the corner cantina.

Lum:

A particularly powerful beverage, favored mainly in and around Corellian space, but known throughout the galaxy. It is often used in a drinking competition known as "lumguzzling." The rules are simple.



Each player drinks a pitcher of lum. If his stamina fails, he immediately passes out from the potency of the drink. If he succeeds, he remains conscious. When the world has stopped lurching from side to side, he will have to make a second guzzle. This process continues, with each side taking turns to guzzle, until only one person remains conscious. Presumably if both parties collapse on the same turn, the game is a draw. A pitcher of lum is usually quite large (costing six to 10 credits), and in smaller quantities the drink tastes sweet and slightly soapy (but not unpleasantly so).

Lum has peculiar effects on a body -- while the imbiber often feels the effects of more standard forms of alcohol, for some reason, a drinker cannot overdose on lum as he can with other types of beverages. Therefore, lumguzzling isn't nearly as dangerous for the participants as other types of drinking games are.

Renan Irongut: This drink is named simply enough after what you need to drink it. Tradition has it that the potion also makes a potent rust remover. However, as this drink costs around three to five credits a shot, it's much cheaper to buy real rust remover and use that; so far no-one has gotten around to testing the brewer's claims.

Elshandruu Pica Thundercloud: This mixed drink has been likened to watching a starfighter flying towards you from the horizon: you can see it coming... you see it flash overhead ... there is a brief pause ... followed by an almighty and completely unexpected explosion of sound as the shockwave passes.

The name "thundercloud" arose because the active ingredients of the drink produce a "fizzy" effect which creates a miniature cloud of ionized gas above the mouth of the serving glass. Most establishments serve this drink in a container that fires tiny microshocks into the cloud, simulating an electrical storm.

Pink Lizard Thunderbolt: An interesting variant on the above. For added realism, the drinker can taste the mud from the ground after being knocked over by the sound wave. The drink is named after its inventor -- a small, scaly lizard of indeterminate species, gender and color (most people who have tried the drink had difficulty focusing their eyes afterwards) who popped up in one of Margath's bars off and on for a number of years. After inventing this potion, it never drank anything else, and the brew was eventually named in its honor.

Starshine Surprise: This drink is called the Starshine Surprise because, after you've drunk it, the next thing you will notice is the stars above you, probably because you are laying flat on your back in the street (which is

quite a surprise if you're not expecting it). This drink is only for non-humans and the most hardened of human drinkers.

Tatooine Sunrise: Tatooine is a binary system; a Tatooine Sunrise is two Starshine Surprises in the same glass. Don't *ever* try a Cassandra Sunrise (it is rumored that one of these makes an excellent sunburn salve, but only if you have extremely thick skin).

Skannbult Likker: Skannbult Likker, a brew unique to the planet Skann in Astal Sector, is possibly the most volatile fire-water in the galaxy. It is made from local surplus crops (Dust-Corn and Dry Gene Wheat), and distilled in rock basins by the local farmers. However, the Likker's quality is very variable, and the good stuff is only brewed by the smaller farmers way out of town. Traders rarely encounter anything but the quick-brewed rotgut on offer at the Skann spacers' bar. Margath's on Elshandruu Pica has recently laid in a small supply of the good stuff, but Kina Margath, the proprietress, is far too good a businesswoman to reveal where it comes from or her supplier. On Elshandruu Pica, the drink is simply called Fire Liquor, and retails at between 15 and 25 credits for a double measure. It is still selling fast, and Margath is likely to raise the price to 20 credits for a single in the near future.

Daranu: Another obscure drink, this time from Parein II 4 in Sarin Sector. Daranu is made from a local fruit called Terrberries and certain spicy nuts, and is fermented in drilled, scooped-out hardnut shells from Parein Sweetgreen Fruit. It is rich, refreshing, warming, and hits you like a well-aimed blaster shot about half an hour later.

The Reactor Core: Many hardened drinkers claim that this beverage should only be available by prescription, mainly because of the quantity of narcotic agents that are released by mixing Spice Liqueur and Blue Tonic. The people who drink it claim that this is complete nonsense, no narcotic agents are released and ... by the way, did you know you've just turned into a lampstand?

The Meltdown

Supposedly a more sophisticated drink than the above, the presence of Lum and Spice Liqueur in close proximity means this drink doesn't need to release narcotic agents to have exactly the same effect as the more conservative brew just described. The drink is much more expensive, however; typically 10 to 12 credits.

Corellian Whisky: The Corellians have, for all practical purposes, sewn up the galaxy's whisky market, both on the manufacturing and consumption sides (anyone who has seen just how much whisky the average Corellian consumes will agree with the sentiment). Not many other people buy the stuff, anyway. It may be good quality, but because of the cost of importing it from the Corellian System itself, most people consider it too expensive to drink on any but the most special occasions.

Savareen Brandy: There is a lot of snobbery associated with the consumption of quality brandy. Savareen and Cassandran brandy are probably the only types actually worthy of all the arcane procedures that dedicated brandy drinkers like to indulge themselves in. As far as anyone else is concerned --yes, they're "quite nice."

Cassandran Choholl: Their brandy may be good; their Choholl is better. Grada brand Cassandran Choholl is particularly sought after throughout most of the galaxy, and often sells for upwards of 500 credits per bottle.

Other Drinks: Every inhabited planet in the galaxy produces intoxicating drinks of some kind. The ones described above are a small selection of the best-known. The dedicated may find Renan wines, KyLessian Fruit Distillate, Orryxian Catsblood, vintage Bespian Port, Spice Liquor, Ottegan Mead, even Narcolethe from the Mandalore system and Endrolian ground-apple juice (which isn't supposed to be alcoholic, but which often ferments during storage). There are drinks brewed from plants, drinks brewed from trees, even one brewed, with the help of some particularly powerful bacteria and an unusual planetary atmosphere, from solid rock!

If the delights of the galaxy's spirits pall, there is



plenty of good honest beer to be quaffed. Fozbeer, Fox Beer (not as bad as it sounds), Ryll beer, spice beer, Thuris Stout, lagers, fortified beers, ciders and so on. The only limit is your liver's ability to endure the search ...

Places to Drink

Bars And Clubs

The galaxy is littered with bars and clubs of all sizes, shapes and descriptions. For instance, Quence Sector boasts *millions* of bars and clubs. A notable spot is Margath's on Elshandruu Pica, a top quality hotel, conference center, galaxy-renowned casino, and drink emporium, all under the same roof. On a quiet day, there might only be 10,000 people in the place. On a busy day, 50,000? 100,000? Only Margath, the proprietress, has ever managed to keep track.

Similarly, Bepin has clubs, bars, casinos and hotels -- more than one would think for a mining city. Some names: The Bepin Grand Hotel (with casino and bar), The Rahama Club, the Skyreach Hotel, Amici's, the Tibanna Club, Ilona Hotel, The Silver Arch Hotel & Casino, the Farris Wheel, the CMG Guildhouse ...

Hotel Chains

Galactic travelers will frequently encounter hotels with the same names and styles of decor on a number of different planets. Chief among the hotel and casino chains of the Rim Sectors are: the Farris Wheel casinos, the Grand Hotel (almost every planet has a Grand Hotel on it somewhere; it won't necessarily be part of a chain, but it'll be there nonetheless), the Spaceport Bar, the Spacer's Bar (no surprises here, but the same principle applies), the NonHumans Inn (these clubs cater to the whims of aliens), the Nebula Hotel (again, a common name), Corellian Merchants' Guildhouses, Shadiru, the Pelnic Clubs, Lantillian Spacers' Brotherhood Guildhouses, and so on.

Luxury Liners

Luxury liners usually have all the facilities available to ground-based bars, restaurants and casinos, with the added twist that they travel around the galaxy, giving their passengers opportunities to sample the nightlife and culture of scores of worlds without having to go through the bother of commuting. To illustrate: Rim Riders' Travel Associates, one of the agencies ar- ranging trips for Core Worlders on middle-market liners, once ran an extremely successful advertising campaign using the caption: "Stay still, and we'll bring the galaxy to you." If you can afford it, liners really are the only way to travel.

On which subject, there now follows a small selection of luxury liners that characters may be likely to encounter in the Outer Rim or other regions of space.

Culroon Minstrel: The *Culroon Minstrel* is a *Jesoni*-class liner currently operating on the LeisureCorridor from Coruscant to Ebiwaan. The liner's clientele used to be predominantly 50- and 60-year old Core Worlders out for a relaxing cruise to the Middle Rim and back, and the staff were a little superannuated, too (it made the passengers more comfortable). After the famous armed altercation between Zardra and Dharus, a lot of younger people started traveling on the ship for the hint of danger that the episode has marked it with. The older staff found this very trying to begin with (though they were far too professional to show it), but eventually those that couldn't take the pace retired or otherwise moved on, and the liner recruited new, younger staff to match the new passengers. The ship now buzzes with activity from shuttle launch to landfall.

O.S.S. Telira: "O.S.S." stands for "Osman Shrier's Starship" (Osman Shrier being the captain and owner of this particular vessel). The *Telira* is a Corellian Corvette fitted for duties as a passenger liner. *Telira* may not be the classiest of transports, but her prices are correspondingly lower and her staff are usually friendly and helpful. And Captain Shrier is a bit of a clown without meaning to be (he is short, fat, and has piggy eyes), but his charisma has meant that many passengers who might otherwise have found the quality of service on the vessel a little low (*Telira* has only a three- star rating) often return, if only to see what he will get up to next.

O.S.S. Telira is currently on a 10-day regular run between Elshandruu Pica, Parmel Sector capital, and Quence Sector.

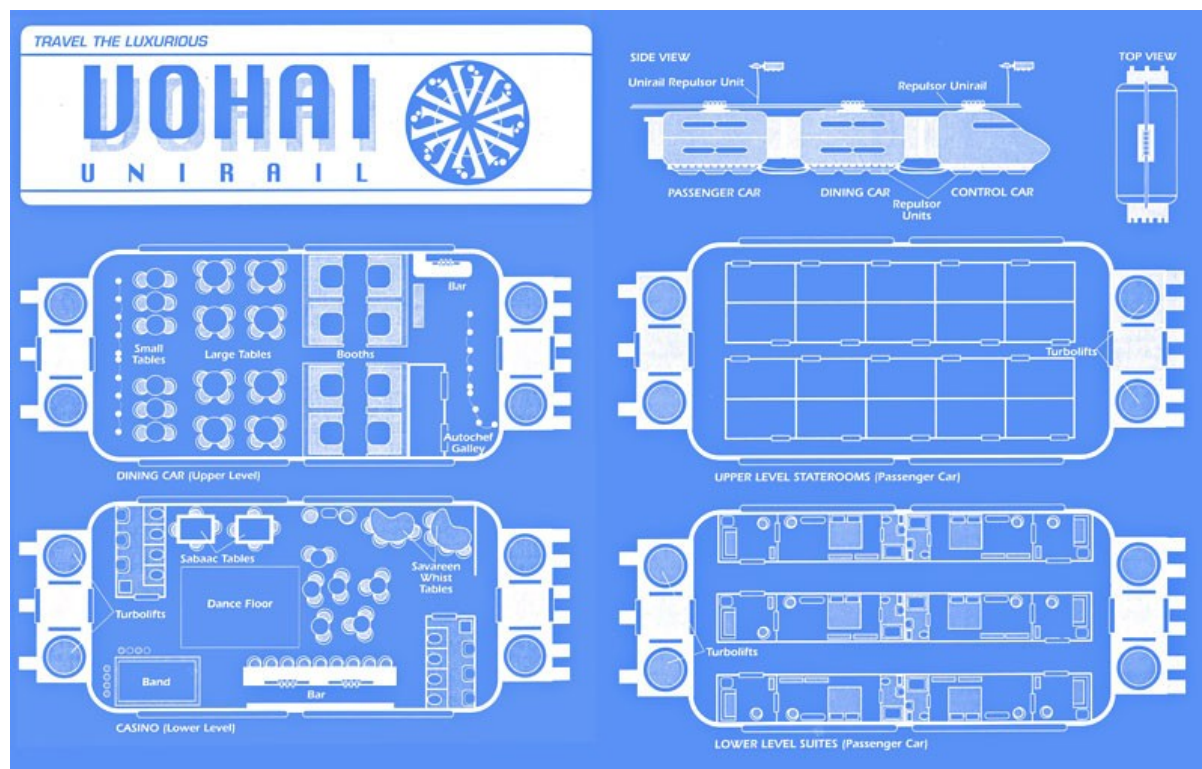
Veil of Skynara: The *Veil of Skynara* is a luxury space yacht, built in the Vensor system, and is currently running cruises and shorter trips along the Five Veils' Tour trade route, which runs from Farstine, the methane world, to Skynara in Skine Sector. Until very recently, Rebel warships were so common in Skine Sector that the ship currently receives an Imperial escort for the final stages of its journey -- just to be on the safe side. Passenger numbers haven't really begun to pick up, yet.

There is also a famous Balved Sculpture called the Veil of Skynara; this is currently located on board the luxury yacht just described, after being obtained for an astronomical sum. This ship is a very high class transport indeed; among the most expensive vessels in the galaxy having such a valuable work of art on board isn't as uncommon as you might think.

Other Ships: There are hundreds of other luxury liners out there, covering all conceivable routes and all budgets. Other vessels that are reasonably well-known in the Outer Rim include the Y'Dar Princess, Savareen Dancer, Lady of Whinnor, Falcor's Runaway and *Queen Aelnari*.

Vohai Unirail

One of the more interesting forms of transportation can be found in Parmel Sector, on the planet Vohai (or rather above the planet). The Vohai Unirail is a form of transportation based loosely on the super-conductive monorail technology found on lesser technology worlds, but the system is much more sophisticated than the name implies.



The unirail track is a suspended cable of super-conductive wire, strung roughly two kilometers above the surface of Vohai, held aloft with repulsorlifts, circling the entire planet from pole to pole. Each car is also equipped with several redundant repulsorlift units in the event of an emergency. To date, the unirail has a perfect operational safety record.

The unirail consists of a control car and 45 cars, each linked together. The unirail has 34 passenger cars (containing suites and state rooms) and 11 dining/casino cars.

The unirail is famous for its spectacular views and sunsets, and is popular among the affluent, who often pay the outrageous ticket price to board simply to impress other affluent people. A traveling vacation on the unirail (one week) costs 6,500 credits at a minimum.

Since Vohai is relatively remote, the unirail is often used as a letter drop or contact point for both the Rebel Alliance and the Empire. Intrigue tends to run rampant aboard the unirail.

The Vohai Unirail

Craft: Modified Kuat Drive Yards' Model 10-T monorail

Type: Luxury Transport

Length: 1,150 meters

Crew: 100

Passengers: 1,500

Cargo Capacity: Three metric tons

This first appeared as a chapter in Galaxy Guide 9: Fragments from the Rim by Simon Smith and Eric Trautmann, published by West End Games in 1993.